

1      **ABSTRACT**

2      A content player can detect pirated content by storing a list of highly  
3      compressed content pieces that correspond to different pieces of content (e.g.,  
4      audio content, video content, audio/video content, etc.). A piece of content to be  
5      played back by the content player is compared to the highly compressed content  
6      pieces stored at the content player. If the piece of content to be played back  
7      matches one of the highly compressed content pieces, then appropriate responsive  
8      action is taken. This responsive action can vary, and can include, for example,  
9      checking for a valid license, giving the user the option to notify the publisher if he  
10     or she has unknowingly acquired a pirated copy of the content, etc.

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